

CLAIMS

What is claimed is:

- 1 1. An apparatus comprising:
2 an acoustic analyzer to identify received ambient audio; and
3 a content parser to select content associated with the identified audio for
4 presentation of the content to a user.

- 1 2. The apparatus according to claim 1, further comprising a microphone to receive
2 the ambient audio.

- 1 3. The apparatus according to claim 2, wherein the microphone is wirelessly
2 coupled to the acoustic analyzer.

- 1 4. The apparatus according to claim 1, wherein the acoustic analyzer is to identify
2 the received ambient audio by comparing it to audio stored in a database.

- 1 5. The apparatus according to claim 1, wherein the acoustic analyzer is to provide a
2 fingerprint for the received ambient audio and to compare the fingerprint to fingerprints
3 stored in a database.

- 1 6. The apparatus according to claim 1, wherein the content parser identifies content
2 entries in a database corresponding to the identified audio.

1 7. The apparatus according to claim 1, wherein the content is of at least one the
2 following types: pictorial, graphical, video, audio, audio-visual, textual, HTML, straight
3 text, a textual document, straight text from the Internet, and multimedia.

1 8. The apparatus according to claim 1, wherein a user is able to select at least one
2 type of the content for presentation.

1 9. The apparatus according to claim 1, wherein a user is able to pre-select at least
2 one type of the content for presentation.

1 10. The apparatus according to claim 9, wherein the pre-selection may be different
2 for different audio.

1 11. The apparatus according to claim 1, wherein the selected content may be
2 presented on at least one of the following: display, television, monitor, LCD, a small
3 LCD, computer, laptop, handheld device, cell phone, personal digital assistant, robot,
4 automated toy, and audio speakers.

1 12. The apparatus according to claim 1, wherein the apparatus is a computer.

1 13. The apparatus according to claim 12, wherein the computer is local to where the
2 ambient audio may be listened to by a user and to where the content may be received
3 by a user.

1 14. The apparatus according to claim 12, wherein the computer is remote from
2 where the ambient audio may be listened to by a user and from where the content may
3 be received by a user.

1 15. The apparatus according to claim 1, wherein the content is presented remotely
2 from the ambient audio.

1 16. The apparatus according to claim 1, wherein the content is at least one of a
2 music video, pictures, images, graphics, text, multimedia, a virtual DJ, a musical score,
3 a moving toy, a stuffed animal, a robot, a computer desktop and a computer
4 screensaver.

1 17. The apparatus according to claim 1, wherein the user listens to the ambient
2 audio and receives the presentation of the content simultaneously.

1 18. The apparatus according to claim 17, wherein the presentation of the content is
2 synchronized with the ambient audio.

1 19. The apparatus according to claim 1, wherein the content is entertainment
2 content.

1 20. A system comprising:
2 an acoustic analyzer to identify received ambient audio;

3 a content parser to select content associated with the identified audio; and
4 a presentation device to present the selected content to a user.

1 21. The system according to claim 20, further comprising a microphone to receive
2 the ambient audio.

1 22. The system according to claim 21, wherein the microphone is wirelessly coupled
2 to the acoustic analyzer.

1 23. The system according to claim 20, wherein the acoustic analyzer is to identify the
2 received ambient audio by comparing it to audio stored in a database.

1 24. The system according to claim 20, wherein the acoustic analyzer is to provide a
2 fingerprint for the received ambient audio and to compare the fingerprint to fingerprints
3 stored in a database.

1 25. The system according to claim 20, wherein the content parser identifies content
2 entries in a database corresponding to the identified audio.

1 26. The system according to claim 20, wherein the content is of at least one the
2 following types: pictorial, graphical, video, audio, audio-visual, textual, HTML, straight
3 text, a textual document, straight text from the Internet, and multimedia.

1 27. The system according to claim 20, wherein a user is able to select at least one
2 type of the content for presentation.

1 28. The system according to claim 20, wherein a user is able to pre-select at least
2 one type of the content for presentation.

1 29. The system according to claim 28, wherein the pre-selection may be different for
2 different audio.

1 30. The system according to claim 20, wherein the presentation device is at least
2 one of the following: display, television, monitor, LCD, a small LCD, computer, laptop,
3 handheld device, cell phone, personal digital assistant, robot, automated toy, and audio
4 speakers.

1 31. The system according to claim 20, wherein the acoustic analyzer and the content
2 parser are included in a computer.

1 32. The system according to claim 31, wherein the computer is local to where the
2 ambient audio may be listened to by a user and to where the content may be received
3 by a user.

1 33. The system according to claim 31, wherein the computer is remote from where
2 the ambient audio may be listened to by a user and from where the content may be
3 received by a user.

1 34. The system according to claim 20, wherein the presentation device is to present
2 the selected content to the user at a location remote from the ambient audio.

1 35. The system according to claim 20, wherein the display is wirelessly coupled to
2 the content parser.

1 36. The system according to claim 20, wherein the content is at least one of a music
2 video, pictures, graphics, images, text, multimedia, a virtual DJ, a musical score, a
3 moving toy, a stuffed animal, a robot, a computer desktop and a computer screensaver.

1 37. The system according to claim 20, further comprising an acoustic database
2 coupled to the acoustic analyzer and a content database coupled to the content parser.

1 38. The system according to claim 20, wherein the user listens to the ambient audio
2 and receives the presentation of the content simultaneously.

1 39. The system according to claim 38, wherein the presentation of the content is
2 synchronized with the ambient audio.

1 40. The system according to claim 20, wherein the content is entertainment content.

1 41. A method comprising:

2 receiving an ambient audio signal;

3 identifying the received ambient audio; and

4 selecting content associated with the identified ambient audio for presentation to

5 a user.

1 42. The method according to claim 41, wherein the received ambient audio is

2 identified by comparing it to audio stored in a database.

1 43. The method according to claim 41, further comprising:

2 providing a fingerprint for the received ambient audio; and

3 comparing the fingerprint to fingerprints stored in a database.

1 44. The method according to claim 41, wherein the content is identified by obtaining

2 one or more entries in a database corresponding to the identified audio.

1 45. The method according to claim 41, wherein the content is of at least one the

2 following types: pictorial, graphical, video, audio, audio-visual, textual, HTML, straight

3 text, a textual document, straight text from the Internet, and multimedia.

1 46. The method according to claim 41, further comprising selecting at least one type
2 of content for presentation.

1 47. The method according to claim 41, further comprising pre-selecting at least one
2 type of content for presentation.

1 48. The method according to claim 47, wherein the pre-selection may be different for
2 different audio.

1 49. The method according to claim 41, further comprising presenting the selected
2 content.

1 50. The method according to claim 49, wherein the user listens to the ambient audio
2 and receives the presentation of the content simultaneously.

1 51. The method according to claim 50, wherein the presentation of the content is
2 synchronized with the ambient audio.

1 52. The method according to claim 41, wherein the content is entertainment content.

1 53. The method according to claim 41, further comprising presenting the selected
2 content on at least one of the following devices: display, television, monitor, LCD, a

3 small LCD, computer, laptop, handheld device, cell phone, personal digital assistant,
4 robot, automated toy, and audio speakers.

1 54. The method according to claim 41, wherein the content is at least one of a music
2 video, pictures, graphics, images, text, multimedia, a virtual DJ, a musical score, a
3 moving toy, a stuffed animal, a robot, a computer desktop and a computer screensaver.
